



STR	+0	+2 PROFICIENCY BONUS	ARMOR CLASS (AC)	INITIATIVE	SPEED
	10			12	+2 35 ft.
SAVING THROWS					
DEX	+2	+0 Strength Saves +2 Dexterity Saves +2 Constitution Saves +4 Intelligence Saves *+3 Wisdom Saves *-1 Charisma Saves	HIT POINTS	HIT DICE	
	15	* Prof. bonus added	8	1d6	
DEATH SAVES: Success O O O Fail O O O					
WEAPON & UNARMED ATTACKS					
Basic Attack. One target per Attack action.					
Dagger, Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)					
Dagger (offhand as bonus action). As above but only 1d4 piercing damage.					
Light Crossbow, Ranged Weapon Attack: +4 to hit. Hit: 1d8+2 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)					
MAGIC, FEATS & SPECIAL ATTACKS					
Ray Of Frost Cantrip. <i>Ranged Spell Attack:</i> +4 to hit, targets one creature or object within 60 ft. range. Hit: 1d8 cold damage and target's speed reduced by 10 feet for one round.					

Wizard 1

CLASS & LEVEL

Wood Elf

RACE/ANCESTRY/HERITAGE

Sage

BACKGROUND

STR
+0
10

+2 PROFICIENCY BONUS

DEX
+2
15

+0 Strength Saves
+2 Dexterity Saves
+2 Constitution Saves
+4 Intelligence Saves *+3 Wisdom Saves *-1 Charisma Saves

* Prof. bonus added

CON
+2
14

INT
+2
15

WIS
+1
13

CHA
-1
8

CLASS

Wizard Class Features [PHB p. 112]

- Ritual Casting
- Arcane Recovery (regain 1 spell slot after short rest once per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Dancing Lights, Light, Ray of Frost*

Prepared Spells

1st Level (2 slots): *Mage Armor, Protection from Evil and Good, Detect Magic*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, light crossbow and 20 bolts, belt pouch, set of common clothes, bottle of black ink, quill, small knife, personal papers. (This load is about 10 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 10 gold pieces (gp); 67 silver pieces (sp); 45 copper pieces (cp); 3 gems (worth 10 gp each)

Sage Background [PHB p. 137]

- **Feature:** Researcher
- **Traits:** Former librarian. Loves to watch things burn.
- **Ideal:** Knowledge is power.
- **Bond:** Wrote controversial work.
- **Flaw:** Uses unverified sources.

PROFICIENCIES & LANGUAGE

Armor: none

Weapons: dagger, dart, light crossbow, longbow, longsword, quarterstaff, shortbow, shortsword, sling

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: Arcana, History, Investigation, Medicine, Perception

Languages: Common, Elvish, Orc, Draconic

RACE

Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 116 years old
- Medium Size (4' 11", 125 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)